IN THE CLAIMS

Please cancel claims 69 and 95.

1-67. (Canceled)

68. (Currently Amended) A method of using an ~~am~~ embedded codestream comprising:

identifying a target device to receive data in the embedded codestream; and

decoding each bit-plane to provide data to the target device by truncating each bit-plane in the embedded codestream for data necessary to support the target device, wherein each bit-plane is truncated based on an indication in each coding unit denoting a location where truncation may occur.

69. (Canceled)

70. (Original) The method defined in Claim 68 wherein the indication comprises a marker.

71. (Original) The method defined in Claim 68 wherein the indication comprises a pointer.

72. (Previously Amended) The method defined in Claim 68 wherein each bit-plane is truncated based on one of a plurality of indications in each coding unit denoting

where truncation may occur further comprises selecting one of the indications based on the target device.

73. (Previously Amended) The method defined in Claim 68 wherein truncating comprises truncating target resolution coefficients, coded separately in each coding unit, from the embedded codestream.

74. (Previously Amended) The method of Claim 68 wherein the target device comprises a low resolution, high pixel depth embedded target such that decoding decodes as many higher level coefficients as needed to achieve full pixel depth and low spatial resolution of the target device.

76. (Previously Amended) The method defined in Claim 68 further comprising:

selecting coding units based on an amount of available buffering at the target device; and

truncating each coding unit with more data than available buffering.

77. (Previously Amended) The method defined in Claim 68 wherein truncating further comprises:

determining a uniform amount to truncate each coding unit; and

truncating at least a portion of at least one importance level in each coding unit.

78. (Previously Amended) The method defined in Claim 77 wherein truncation is performed using information in a header of the codestream setting forth importance level information.

79. (Previously Amended) The method defined in Claim 77 wherein truncation is performed using information in a header of the codestream setting forth importance level information for each coding unit in the codestream.

80. (Previously Amended) The method defined in Claim 77 being performed after encode time.

81-93. (Canceled)

94. (Currently Amended) An apparatus comprising a computer-readable medium having stored thereon sequences of instructions that, when executed, cause one or more processors to:

identify a target device to receive data in the embedded codestream;

decode each bit-plane to provide data to the target device by truncating each bit-plane in the embedded codestream for data necessary to support the target device, wherein each bit-plane is truncated based on an indication in each coding unit denoting a location where truncation may occur.

95. (Canceled)

96. (Original) The apparatus defined in Claim 95 wherein the indication comprises a marker.

97. (Original) The apparatus defined in Claim 95 wherein the indication comprises a pointer.

98. (Original) The apparatus defined in Claim 94 wherein the instructions that cause each bit-plane is truncated based on one of a plurality of indications in each coding unit denoting where truncation may occur further comprise instructions that, when executed, cause the one or more processors to select one of the indications based on the target device.

99. (Original) The apparatus defined in Claim 94 wherein the instructions that cause the one or more processors to truncate comprises instructions that, when executed, cause the one or more processors to truncate target resolution coefficients, coded separately in each coding unit, from the embedded codestream.

100. (Original) The apparatus of Claim 94 wherein the target device comprises a low resolution, high pixel depth embedded target such that the instructions that cause the one or more processors to decode cause the one or more processors to decode as many higher level coefficients as needed to achieve full pixel depth and low spatial resolution of the target device.

101. (Original) The apparatus defined in Claim 94 wherein the target device comprises a high resolution, low pixel depth embedded target and truncating each coding unit at a number of bit-planes and inverse wavelet transforming the non-truncated data of each coding unit to achieve the low pixel depth and high spatial resolution of the target device.

102. (Original) The apparatus defined in Claim 94 further comprising instructions that, when executed, cause the one or more processors to:

select coding units based on an amount of available buffering at the target device; and

truncate each coding unit with more data than available buffering.

103. (Original) The apparatus defined in Claim 94 wherein the instructions that cause the one or more processors to truncate further comprise instructions that, when executed cause the one or more processors to:

determine a uniform amount to truncate each coding unit; and

truncate at least a portion of at least one importance level in each coding unit.

104. (Original) The apparatus defined in Claim 103 wherein truncation is performed using information in a header of the codestream setting forth importance level information.

105. (Original) The apparatus defined in Claim 103 wherein truncation is performed using information in a header of the codestream setting forth importance level information for each coding unit in the codestream.

106-147. (Withdrawn)